

CHAPTER 26 RULES OF THE GAMES

491—26.1 to 26.9 Reserved.

491—26.10(99F) Rules concerning all games.

26.10(1) *Commission policy.* It is the policy of the commission to require that all riverboats and racetrack enclosures and the gaming conducted therein be operated in a manner suitable to protect the public health, safety, morals, good order and general welfare of the state of Iowa. Responsibility for the employment and maintenance of suitable methods of operation rests with the licensee, and willful or persistent use or toleration of methods of operation deemed unsuitable in the sole discretion of the commission will constitute grounds for disciplinary action, up to and including license revocation.

26.10(2) *Activities prohibited.* The licensee is expressly prohibited from the following activities:

- a. Permitting persons who are visibly intoxicated to participate in gaming activity.
- b. Failure to conduct advertising and public relations activities in accordance with decency, dignity, good taste and honesty.
- c. Failure to comply with or make provision for compliance with all federal, state and local laws and rules pertaining to the operation of a license including payment of license fees, withholding payroll taxes and violations of alcoholic beverage laws or regulations.
- d. Possessing or permitting to remain in or upon any licensed premises any associated gambling equipment (primarily, but not limited to, cards or dice), which may have in any manner been marked, tampered with or otherwise placed in a condition or operated in a manner which might affect the game and its payouts.
- e. Permitting, if the licensee was aware or should have been aware of, any cheating whatsoever.
- f. Possessing or permitting to remain in or upon any licensed premises, if the licensee was aware or should have been aware of, any cheating device whatsoever; or conducting, carrying on, operating or dealing any cheating or thieving game or device on the premises.
- g. Possessing or permitting to remain in or upon any licensed premises, if the licensee was aware or should have been aware of, any gambling device which tends to alter the normal random selection of criteria which determines the results of the game or deceives the public in any way.
- h. Failure to conduct gaming operations in accordance with proper standards of custom, decorum and decency; or to permit any type of conduct which reflects negatively on the state of Iowa or acts as a detriment to the gaming industry.
- i. Denying a commissioner or commission staff member, upon proper and lawful demand, access to, for inspection purposes, any portion or aspect of the gaming operation.
- j. Denying a commissioner or commission staff member, upon proper and lawful demand, information concerning any aspect of the gaming operation.

26.10(3) *Gambling aids.* No person shall use, or possess with the intent to use, any calculator, computer or other electronic, electrical or mechanical device at any table game that:

- a. Assists in projecting the outcome of a game, or
- b. Keeps track of cards that have been dealt, or
- c. Keeps track of changing probabilities, or
- d. Keeps track of playing strategies being utilized.

26.10(4) *Wagering.* Rescinded IAB 6/8/94, effective 5/20/94.

26.10(5) *Maximum loss.* Rescinded IAB 6/8/94, effective 5/20/94.

26.10(6) *Wagers.* Wagers may only be made:

- a. By a person present on a licensed excursion gambling boat.
- b. In the form of chips, wagering debit cards or coins. The term coin or coins as used in this chapter shall refer to tokens or nickels and quarters of legal tender.
- c. By persons 21 years of age or older.

491—26.11(99F) Craps.

26.11(1) Rules, permissible wagers and payout odds—craps. Proposals for permissible rules, wagers and payout odds must be submitted in writing and approved by the administrator prior to the operator conducting any craps games. Changes in permissible rules, wagers or payout odds must be submitted in writing and approved by the administrator prior to implementation.

26.11(2) Call bets. Wagers must be made before the dice are thrown. “Call bets,” or the calling out of bets between the time the dice leave the shooter’s hand and the time the dice come to rest, not accompanied by the placement of gaming chips, are not allowed.

26.11(3) Placement of bets. All wagers at craps shall be made by placing gaming chips on the appropriate areas of the craps layout.

491—26.12(99F) Twenty-one.

26.12(1) Rules, permissible wagers, shuffling, dealing and cutting procedures and payout odds. Proposals for rules, permissible wagers, shuffling, cutting procedures and payout odds must be submitted in writing and approved by the administrator prior to the operator conducting any games of twenty-one. Changes in rules, permissible wagers and payout odds must be submitted in writing and approved by the administrator prior to implementation.

26.12(2) Wagers—twenty-one. Prior to the first card being dealt from each round of play, each player at the game of blackjack shall make a wager against the dealer by placing gaming chips on the appropriate areas of the blackjack layout. Once the first card of any hand has been dealt by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager. Once a wager on the insurance line, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these rules. No dealer or other casino employee or casino key employee shall permit any player to engage in conduct violative of this rule.

26.12(3) Dealing—twenty-one. At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player’s hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to the far right and moving counterclockwise around the table. The dealer’s hand will be the last hand collected. The cards will then be placed on top of the discard pile. No player or spectator shall handle, remove or alter any cards used to game at twenty-one and no dealer or other casino employee or casino key employee shall permit a player or spectator to engage in such activity.

Each player at the table shall be responsible for correctly computing the point count of their hand and no player shall rely on the point counts announced by the dealer without checking the accuracy of such announcement.

491—26.13(99F) Roulette.**26.13(1) Wagers.**

a. All wagers at roulette shall be made by placing gaming chips or coins on the appropriate areas of the roulette layout.

b. No person at a roulette table shall be issued or permitted to game with nonvalue chips that are identical in color and design to value chips or to nonvalue chips being used by another person at that same table.

c. Each player shall be responsible for the correct positioning of their wager or wagers on the roulette layout regardless of whether they are assisted by the dealer. Each player must ensure that any instructions they give to the dealer regarding the placement of their wager are correctly carried out.

d. Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

e. Each operator shall submit in writing to the administrator for review and approval the minimum and maximum wagers permitted at each roulette table in the casino. The minimum and maximum

wagers as approved by the administrator shall be and remain conspicuously posted on a sign at each table.

26.13(2) *Procedure for roulette play.* Proposals for procedures and payouts to be used at roulette must be submitted in writing and approved by the administrator prior to the operator conducting any roulette game. Changes in procedures must be submitted in writing and approved by the administrator prior to implementation.

491—26.14(99F) Big six-roulette—wagers.

26.14(1) All wagers at big six-roulette shall be made by placing gaming chips or plaques on the appropriate areas of the layout.

26.14(2) Each player shall be responsible for the correct positioning of their wager or wagers on the layout regardless of whether they are assisted by the dealer.

26.14(3) Each wager shall be settled strictly in accordance with its position on the layout when the wheel stops with the winning indicator in a compartment of the wheel.

26.14(4) Each licensee shall submit in writing for the review and approval of the administrator the minimum and maximum wagers and payouts for each winning wager. These shall be posted conspicuously on a sign at each table.

491—26.15(99F) Slot machine and video games of chance hardware and software requirements.

26.15(1) *Hardware specifications.*

a. Electrical and mechanical parts and design principles may not subject a player to physical hazards.

b. A surge protector must be installed on the line that feeds power to the device. The battery back-up or an equivalent for the electronic meters must be capable of maintaining accuracy of all information required for 180 days after power is discontinued from the device. The backup shall be kept within the locked logic board compartment.

c. An on/off switch that controls the electrical current used in the operation of the device and any associated equipment must be located in an accessible place within the interior of the device.

d. The operation of each device must not be adversely affected by static discharge or other electromagnetic interference.

e. A minimum of one electronic coin acceptor must be installed in each gaming device. Approval letters and test reports of electronic coin acceptors from other state or federal jurisdictions may be submitted. However, all coin acceptors are subject to approval by the administrator. If justified, a waiver may be granted by the administrator.

f. The internal space of a device may not be readily accessible when the front door is both closed and locked.

g. Logic boards and software eeproms (computer chips that store memory) must be in a locked area within the device, sealed with evidence tape.

h. The drop bucket compartment must be contained in a locked area within or attached to the device.

i. No hardware switches may be installed that alter the pay tables or payout percentages in the operation of a device. Hardware switches may be installed to control graphic routines, speed of play, and sound.

j. An unremovable identification plate must appear on the exterior of the device that contains the following information:

- (1) Manufacturer
- (2) Serial number
- (3) Model number

k. The rules of play for each device must be displayed on the face or screen. Rules may be rejected if they are incomplete, confusing, or misleading. Each device must also display the credits wa-

gered and the credits awarded for the occurrence of each possible winning combination based on the number of credits wagered. All information required by this subrule must be kept under glass or another transparent substance and at no time may stickers or other removable items be placed on the device face that makes the required information unreadable.

l. Equipment must be installed that enables the machine to communicate with a central computer system accessible to Iowa racing and gaming commission personnel, using a communications protocol provided to each licensed manufacturer by the Iowa racing and gaming commission for the information and control programs approved by the administrator.

26.15(2) *Software requirements—random number generator.* Each gambling device must have a random number generator that will determine the occurrence of a specific card, number or stop. A selection process will be considered random if it meets the following requirements:

a. Each card, number or stop satisfies the 99 percent confidence limit using the standard chi-squared analysis. “Chi-squared analysis” is the sum of the squares of the difference between the expected result and the observed result.

b. Each card, number or stop does not produce a significant statistic with regard to producing patterns of occurrences. Each card number or stop will be considered random if it meets the 99 percent confidence level with regard to the “runs test” or any similar pattern testing statistic. The “runs test” is a mathematical statistic that determines the existence of recurring patterns within a set of data.

c. Each card, number, or stop position is independently chosen without regard to any other card, number or stop within that game play. This test is the “correlation test.” Each pair of card, number, or stop positions is considered random if it meets the 99 percent confidence level using standard correlation analysis.

d. Each card, number, or stop position is independently chosen without reference to the same card or number position in the previous game. This test is the “serial correlation test.” Each card or number position is considered random if it meets the 99 percent confidence level using standard serial correlation analysis.

26.15(3) *Continuation of game after malfunction is cleared.* Each device must be capable of continuing the current game with all current game features after a malfunction is cleared. This rule does not apply if a device is rendered totally inoperable; however, the current wager and all credits appearing on the screen prior to the malfunction must be returned to the player.

26.15(4) *Software requirements—play transaction records.* Each device must maintain electronic accounting meters at all times, regardless of whether the device is being supplied with power. Each meter must be capable of maintaining totals no fewer than six digits in length for the information required in 26.15(4), paragraphs “a” to “d.” The electronic meters must record the following information:

a. Total number of coins inserted. The meter must count the total number of coins that are inserted by the player.

b. Total number of coins paid out.

c. Total coins dropped to drop bucket.

d. Total number of credits wagered.

e. Total number of credits won.

f. Total credits paid out.

g. Number of times the logic area was accessed.

h. Number of times the cash door of the device was accessed.

i. Number of coins or credits wagered in the current game.

j. Total credits for games won but not collected, commonly referred to as the credit meter.

The meters described in “a,” “b,” and “c” above shall be placed in a position so that the numbers thereon can be read without opening the device.

No device may have a mechanism by which an error will cause the electronic accounting meters to automatically clear. Clearing of the electronic accounting meters may only be completed after notification and approval by Iowa racing and gaming commission officials.

All meter readings must be recorded in the presence of an Iowa racing and gaming commission employee both before and after the electronic accounting meter is cleared.

26.15(5) *Software requirements—error conditions—automatic clearing.* Slot machines must be capable of detecting and displaying the following conditions, which must be automatically cleared by the slot machine upon initiation of a new play sequence at the start of the second game.

- a. Power reset.
- b. Door open.

26.15(6) *Percentage payouts.* Percentage payout gaming devices must meet the following maximum and minimum theoretical percentage payouts during the expected lifetime of the slot machine.

a. The slot machine must pay out at least 80 percent and no more than 99 percent of the amount wagered. The theoretical payout percentage is determined using standard methods of probability theory.

b. A slot machine must have a probability of obtaining the maximum payout greater than 1 in 17,000,000.

491—26.16(99F) Slot machine specifications.

26.16(1) *Error conditions.*

a. Slot machines must be capable of detecting and displaying the following error conditions which an attendant may clear.

- (1) Coin-in jam.
- (2) Coin-out jam.
- (3) Hopper empty or timed out.
- (4) RAM error.
- (5) Hopper runaway or extra coin or coins paid out.

(6) Low RAM battery, for batteries external to the RAM itself. A battery approved by the administrator that is replaced pursuant to its manufacturer's specifications or as specified in the prototype approval report, whichever is sooner, may be installed in lieu of the low RAM battery error condition.

b. A description of slot machine error codes and their meanings must be affixed inside the slot machine.

26.16(2) *Hopper mechanism.* Slot machines must be equipped with a hopper which is designed to detect jammed coins, extra coins paid out, hopper runaways, and hopper empty conditions. The slot machine control program must monitor the hopper mechanism for these error conditions in all game states. All coins paid from the hopper mechanism must be accounted for by the slot machine, including those paid as extra coins during a hopper malfunction.

491—26.17(99F) Progressive slot machines.

26.17(1) *Meter required.* A progressive slot machine is a slot machine with a payoff that increases as the slot machine is played. The slot machine must have a meter showing the payoff. This is the progressive meter.

26.17(2) *Limits.* A licensee may impose a limit on the jackpot of a progressive slot machine, if the limit imposed is greater than the jackpot payout on the slot machine at the time the limit is imposed. Progressive slot machines with a limit must inform the public with a prominently posted notice. No payoff indicator may be turned back to a lesser amount unless one of the following circumstances occurs:

- a. The amount shown on the progressive meter is paid to a player as a jackpot.
- b. It is necessary to adjust the progressive meter to prevent it from displaying an amount greater than the limit imposed by the licensee.

c. It is necessary to change the progressive indicator because of slot machine malfunction.

26.17(3) *Transfer of jackpots.* A progressive jackpot may be transferred to another progressive slot machine at the same location in the event of slot machine malfunction or replacement or for other good reason. The administrator will be notified in writing prior to a transfer. When the maximum jackpot limit is reached, it must be permitted to remain until it is won by a player.

26.17(4) *Records required.* Records must be maintained that record the amount shown on a progressive jackpot meter. Supporting documents must be maintained to explain any reduction in the payoff amount from a previous entry. The records and documents must be retained for a period of five years unless permission to destroy them earlier is given by the administrator in writing.

26.17(5) *Transfer of progressive slot machines.* A progressive slot machine, upon written permission of the administrator, may be moved to a different licensed location if a bankruptcy, loss of license, or other good cause warrants.

26.17(6) *Linked machines.* Each machine on the link must have the same probability of hitting the combination that will award the progressive jackpot.

491—26.18(99F) Other games approved by the commission.

26.18(1) The commission must approve the conducting of any new game on a licensed riverboat.

26.18(2) Requests to conduct additional games must be accompanied by a complete set of rules, which must be approved by the administrator prior to conducting the game.

491—26.19(99F) Poker.

26.19(1) *Rules and limits—poker.* Proposals for rules for each poker game, minimum buy-in and table limits, table rake and rental charges must be submitted in writing and approved by the administrator prior to the operator's conducting any poker games. Rules must be clear and legible and placed at each poker table or in a conspicuous location so that a player may easily read the rules.

26.19(2) *Imprest dealer banks.* When the operator conducts poker with a dealer chip bank at an imprest amount, the administrative rules in 491—Chapter 24 for closing and distributing/removing gaming chips to/from gaming tables are not required. The entire amount of the table rake is subject to the wagering tax pursuant to Iowa Code section 99F.11. Proposals for imprest dealer chip banks must be submitted in writing and approved by the administrator prior to conducting poker under this rule.

26.19(3) *Table stakes.* All games shall be played according to table stakes rules as follows:

- a. All bets must be made with coins or chips issued by the operator.
- b. Only chips on the table at the start of a deal shall be in play for that pot.
- c. Concealed chips do not play.
- d. A player with chips may add additional chips between deals, provided that the player complies with the minimum buy-in requirement.
- e. A player is never obliged to drop out of contention because of insufficient chips to call the full amount of a bet, but may call for the amount of chips the player has on the table. The excess part of the bet made by other players is either returned to the players or used to form a side pot.

26.19(4) *Collusion.* Each player in a poker game is required to act only in their own best interest. The operator has the responsibility to ensure that any behavior designed to assist one player over another is prohibited and may prohibit any two players from playing in the same game.

491—26.20(99F) Red dog.

26.20(1) *Rules, permissible wagers, shuffling, dealing and cutting procedures, and payout odds.* Proposals for rules, permissible wagers, shuffling and cutting procedures, and payout odds must be submitted in writing and approved by the administrator prior to the operator conducting any games of red dog. Changes in rules, permissible wagers, shuffling, dealing and cutting procedures, and payout odds must be submitted in writing and approved by the administrator prior to implementation.

26.20(2) *Placement of wagers.* Prior to the first card being dealt from each round of play, each player at the game of red dog shall make a wager against the dealer by placing gaming chips on the appropriate areas of the layout. Once the first card of any hand has been dealt by the dealer, no player shall handle, remove, or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager. Once a wager to double down has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these rules. No dealer or other casino employee or casino key employee shall permit any player to engage in conduct violative of this rule.

26.20(3) *Wagers—amount—red dog.* Rescinded IAB 6/8/94, effective 5/20/94.

491—26.21(99F) Tournaments and contests.

26.21(1) *Rules.* Proposals for rules, entry fee and prize accounting and procedures must be submitted in writing and approved by the administrator prior to the operator's conducting any tournament or contest. Rules, fees, and a schedule of prizes must be made available to the player prior to entry.

26.21(2) *Limits.* Tournaments and contests must be based on gambling games authorized by the commission. Entry fees, less the operator's cash equivalent cost of prizes paid out not to exceed total entry fees, are subject to the wagering tax pursuant to Iowa Code section 99F.11.

491—26.22(99F) Keno.

26.22(1) *Requirements.*

a. Keno shall be conducted using an automated ticket writing and redemption system where a game's winning numbers are selected by a random number generator.

b. Each game shall consist of the selection of 20 numbers out of 80 possible numbers, 1 through 80.

c. For any type of wager offered, the payout must be at least 80 percent.

d. Multigame tickets shall be limited to 20 games.

e. Writing or voiding tickets for a game after that game has closed is prohibited.

f. All winning tickets shall be valid up to a maximum of one year. The dollar amount of all expired and unclaimed winning tickets shall be added to existing keno jackpots in a manner approved by the administrator.

26.22(2) *Rules, procedures, permissible wagers and payout odds.* Proposals for permissible rules, wagers, procedures, payout odds, ticket contents, and progressive jackpots must be submitted in writing and approved by the administrator prior to the operator's conducting any keno games. Changes in conduct or operation of keno games must be submitted in writing and approved by the administrator prior to implementation.

26.22(3) *Equipment.* The administrator shall determine minimum hardware and software requirements to ensure the integrity of play. An automated keno system must be proven to accurately account for adjusted gross receipts to the satisfaction of the administrator.

26.22(4) *Wagering tax.* Adjusted gross receipts from keno games shall be the difference between dollar amount of tickets written and dollar amount of winning tickets as determined from the automated keno system. The wagering tax pursuant to Iowa Code section 99F.11 shall apply to adjusted gross receipts of keno games.

These rules are intended to implement Iowa Code chapters 99D and 99F.

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